Totally Spies!

# Compowder Manual

Goliath

## Battery placement

This product runs on 1 CR2032 lithium button cell battery (3V, included).

Use a screwdriver to open the battery compartment cover on the back of the compowder case.

Insert the battery as indicated on the right.
Close the lid carefully.
Do not tighten the screw too much.

IMPORTANT
Insert batteries only under supervision of an adult.
Use only the recommended type of batteries.
Do not use rechargeable batteries.
Insert the batteries as indicated. Pay attention to the position of the plus (+) and minus (-).
Rechargeable batteries should, if possible, be removed from the game before recharging, we recommend adult supervision when charging batteries.
Do not mix old and new or rechargeable batteries,
Do not mix different types of batteries,
Remove the batteries if the product is not used for an extended period of time.
Remove dead batteries from the product.
Do not cause a short circuit by contact between the two poles of the battery.
Never recharge non-rechargeable batteries.
Never burn batteries.
Empty batteries belong in the chemical waste.

## Automatic shut-off function

To save battery power, the system switches off after two minutes of inactivity. Turn the game back on by pressing the power button or simpy touching the screen.



## The toy

## About the Totally Spies advisory function

You can get advice from one of the Totally Spies at any time by placing your finger on the advisory sensor. The game you are playing will be paused and an advice from one of your favourite spies appears on the screen.



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## The screen

There are various icons on the screen. These icons are only enabled if they are available and active during the game. If not, they remaind off.

Start: Touch this icon with the stylus for the list of categories.

OK: Touch this icon to confirm your answer or selection/choice.

Back: Depending on the game you are playing, touch this icon to clear the last typed letter, exit the game, or display the list of game menus.

Arrows: Touch the corresponding arrow to go up, down, left, or right,.

## Number and letter pictograms

You can enter text with these icons.
There are 8 letter pictograms. Each pictogram corresponds to 3 or 4 letters.
To type a letter, you must therefore touch a pictogram one to four times, depending on which letter you want to type. For example, for an A you only need to touch the ABC pictogram once, for B twice and for C you need to touch the pictogram three times. For some activities (for example, the calendar), you can also add punctuation marks, using the letter pictograms. To view all available letters and characters, simply keep touching the pictogram.

## Playing a game

1 - Select an activity

• Open the lid, take the stylus out of the compartment, and press the ON/OFF button to turn on the Totally Spies compowder.

• Select the SOUND ON option (or SOUND OFF - you might need to turn off the sound during your secret mission) by touching the corresponding icon on the screen.

• On the game screen, you see the first 3 available categories (Learning, Tools, Girls). To go to the 4th category )Games), use the <<down arrow>> icon.

• The activities are displayed by touching the categories on the screen with the stylus. There are 5 activities in each category. To go to the 4th and 5th category, use the <<down arrow>> icon.



• Touch the activity you want to play.

2 - Rounds and score

Unless otherwise stated, one round consists of 10 questions and the scoring is as follow:

- 10 points if you answer the question corretly on the first try.
- 5 points if you get the question right on two attempts.
- 3 points if you get the question right on three attempts.

After 10 questions, the round ends and you see your score. Then a new round begins.

## Extensive rules

1 - Learning

LETTER INVADER

Look for the letter that is an intruder in the word on the screen. When you have found that letter, touch the heart under the letter to make the intruder disappear. A Totally Spy must pay close attention to whether there are any intruders!

WHICH WORD DOES NOT BELONG IN THIS LIST? (1-WAY)

There are three words on the screen. Two words belong together and one is different. Choose the word that is different. Are you observant enough to find the exception?

HANGMAN (GUESS)

Find the mysterious word... It might come in handy as a key for a future Totally Spies mission. Select the letters using the letter icons and see if they fit the mysterious word. Use the letter icons to enter letters and tap OK when your desired letter appears on the screen.

PLUS AND MINUS (+ AND -)

Add or substract the numbers and touch OK after you have entered the answer.

MULTIPLY

• VIEW: Select the VIEW option and select a number using t he number icons. Touch OK to view the corresponding multiplication table.

• QUIZ: Choose the QUIZ option and select a number using the number icons. Then touch OK for a multiplication table test. Use the number pictograms to



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to enter your answer and touch OK to check the answer. You get only one chance per question.

2-Tools

CALCULATOR: (CALC)

With the numbers and symbols on the screen, you can use the Compowder as a regular calculator.

CLOCK

First select the CLOCK or DATE option.

CLOCK

• VIEW: Select the View option to check the time. If the time is displayed, you can see from the bell icon whether the alarm is on or off. Touch the bell icon for direct access to the ALARM activity to set the alarm and turn it on or off.

• SETTING: select the TIME option to set the clock. To change or set the time, touch the digit you want to change and then the digit icon. After you have entered the time, touch the AM or PM icon. The time will then be displayed in 12-hour increments, depending on whether it is morning (AM) or evening (PM). If you want to use 24-hour mode, you can also use the 24h icon (default). Then touch OK to confirm the time you entered.

DATE

• IMAGE: select the Image option to see what date it is.

• SETTING: select the START option to set the date. To set the date, touch the month, day, or year and use the << up arrow >> and << down arrow >> icons to browse through the available months, days, and years. Touch OK to confirm the set date.

ALARM CLOCK: (ALARM)

A good Spy is always on time! You set the alarm in the same way as the clock. Once you have set the time for the alarm to go off, touch the bell icon. The bell icon indicates that the alarm is set to go off at the set time. If there is a cross through the bell icon, this means the alarm is off and will not go off. If the alarm goes off, you can touch the screen or let the alarm sound until the noise stops. Please note: the alarm goes off every day at the set time unless you turn it off... be careful that it doesn't go off during a difficult mission!



DATA, AGENDA: (DATE)

The essential tool for every spy: you mustn't miss any important appointments that could help solve a case... and you mustn't miss the first day of the sale either!

NEW: When you enter new information, you will be asked to select the month, date, and year. You do this just like with the CLOCK. After selecting a date, touch OK. A blank page will then appear on which you can type the information. Use the letter icons to enter text. You can move the cursor forward with the << right arrow >> icon. When you are finished, touch the OK icon to save your entry under the selected date. You can save a maximum of 10 dates, each with 6 lines of text.

• VIEW: select the VIEW option to view the details associated with a date. Then use the << up arrow>> and << down arrow>> icons to browse through the list of dates for which you have saved a message. You can view the details by touching the relevant date. Use the << up arrow>> and << down arrow>> icons to view the entire text if you have entered more than three lines.

• DELETE: select this option if you want to delete a date. After touching DELETE, use the << up arrow>> and << down arrow>> icons to browse through the list of saved dates. When the date you want to delete appears on the screen, touch it, and the data will appear on the screen for a few seconds. Then touch icon J if you want to delete the date, or N if you have changed your mind. Touching J removes the date from the list.

PHONE BOOK: (TEL.)

Keep all contact names and phone numbers secret!

•NEW: With the NEW option, you can enter the name and number of a friend. Start by entering the name using the letter icons. You can enter a maximum of 15 letters. When you are finished, touch OK. You can now enter the phone number using the number icons. You can enter a maximum of 12 digits. When you are finished, touch OK, after which the data will be saved. You can enter a maximum of 10 numbers.

•VIEW: To see what you have entered, select the VIEW option. Then use the <<up arrow>> and <<down arrow>> icons to browse through the list of saved names (note: only the first five letters of the name are visible in the list). Once you have found the name you were looking for, touch the name and the name and phone number will appear on the screen. Use the <<left arrow>> and



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<<right arrow>> to view the full name and the full number if they consist of more than 5 characters.

• DELETE: select this option if you want to delete data. After touching DELETE, use the << up arrow>> and << down arrow>> icons to browse through the list of saved names. When the name you want to delete appears on the screen, touch it, after which the data will appear on the screen for a few seconds. Then touch icon Y if you want to delete the name, or icon N if you have changed your mind. Touching Y deletes the name from the list.

SETTINGS: (SETUP)
• SOUND: select this option if you want to turn the sound on or off. Touch the speaker to turn the sound on, or the speaker with the cross through it to turn the sound off.

• CONT.: select this option if you want to adjust the screen contrast level. Tap the + icons or tap multiple times to make the screen lighter or darker.

3- Girls
TOTALLY SPIES ADVICE:
Place your finger on the advisory sensor when you see SCAN on the screen. You will receive a message with advice from one of the Spies. You can scroll faster or slower using the <<left arrow>> and <<right arrow>> icons.
By placing your finger on the heart again, you can receive new advice at any time, no matter which game you are playing.

HOROSCOPE: (HOROS)
Will today be a day full of action or ... a day for shopping? Use the <<up arrow>> and <<down arrow>> pictograms to browse through the list of zodiac signs. Touch the screen when you see your zodiac sign. You will then see whether it is a good day for love, friendship, or work, as there are 1 to 3 pictograms next to each section. A happy or serious face will then appear, indicating how happy your day will be in general.

LOVE METER: (MATCH)
Use the <<up arrow>> and <<down arrow>> icons to browse through the list of zodiac signs. Touch the screen when you see your zodiac sign. Then choose the HE or SHE option, depending on whether the person you want to check if you are a match is a boy or a girl. Choose his/her zodiac sign in the same way.
A happy, serious, or sad face will appear on the screen, depending on whether your zodiac signs match a lot, more or less, or not at all.



NAMES: (NAMES)
Enter your name using the letter icons and tap OK when you are finished. (You can enter a maximum of 15 letters). Enter the name of a boy in the same way. You will now see on the screen if these two names match. But be careful! A Spy in love remains a Spy above all else!

SPY CODENAME:
Discover your Spy codename, which is absolutely necessary to complete the secret Totally Spies missions. When you start this game, YOUR NAME appears on the screen. Enter your name here using the letter icons. Confirm your name by touching OK and give the system time to process it. Then your Totally Spies codename will appear on the screen. You are now officially one of the Totally Spies!

4-Games
ZAPZ
You have one minute to catch as many insects as possible. To catch them, you must touch them with the stylus when they appear on the screen.

CODE
Try to discover the secret code in a maximum of 10 attempts. Touch OK every time you enter a code. If you do not get the correct code, you will receive the following clues:

- A number in the correct place remains visible.
- If the number is correct but in the wrong place, a appears on the screen.
- If the digit is not in the secret code, an X appears on the screen.

Please note: the same digit cannot appear twice in the code.

XOXOX (BUTTER, CHEESE & EGGS)
Play against the system and try to get 3 symbols in a row, horizontally, vertically, or diagonally.

LUCKY
Move across the screen by touching the black cells to go from D (departure) to A (arrival). You can only move from one cell to an adjacent cell. If you touch a black cell, you will see what lies beneath it:
• Sad face: if there is a sad face under the black cell, you have lost the game.



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• Person: if there is a male under the black cell, you must return to your previous cell. If you cannot go anywhere, you have lost the game.

• Balloon: If there is a balloon under the black cell, the balloon bursts, but you can still continue. However, you may only encounter three balloons per game, so with a fourth balloon, you have lost.

• Heart: if there is a heart under the black cell, you may move forward.

SNAKE
Use the up, down, left, and right arrows to move your snake across the screen and towards the insects. But don't bump into the edges of the screen or your own tail! Every time your snake eats the insects, you get points. But as the game progresses, your snake gets longer and longer, making it increasingly difficult to move it across the screen.

## Solutions to problems

| | |
|---|---|
| • If the Compowder doesn't work... | Check if the batteries are inserted correctly.<br><br>Press the RESET button with the tip of a stylus.<br><br>If this does not work, insert new batteries. |
| • If the sound is too soft... | Insert new batteries |
| • If the sound is played too softly or too slowly... | Insert new batteries |
| • If the mood sensor doesn't respond when you put your finger on it... | Insert new batteries |
| • If the contrast on the screen becomes blurry... | Insert new batteries |
| • If the Compowder is not working properly... | Restart the Compowder by pressing the RESET button with the tip of a stylus.. |



## Important information

This product is intended for children aged 6-11 years.
Please keep this manual.

WARNING: Remove all packaging materials (such as plastic strips and bags) that are not part of the product and dispose of them before giving the product to the child.

Clean the product with a slightly damp cloth if necessary. Do not wet.

Keep the product away from direct sunlight or other heat sources.

Remove the batteries if the product is not used for an extended period.

Do not expose the product to moisture or water.

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Not suitable for children under 36 months.
Contains small parts that can be swallowed.

Keep information for reference.

Colors and content may vary.

www.goliathgames.nl

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Goliath

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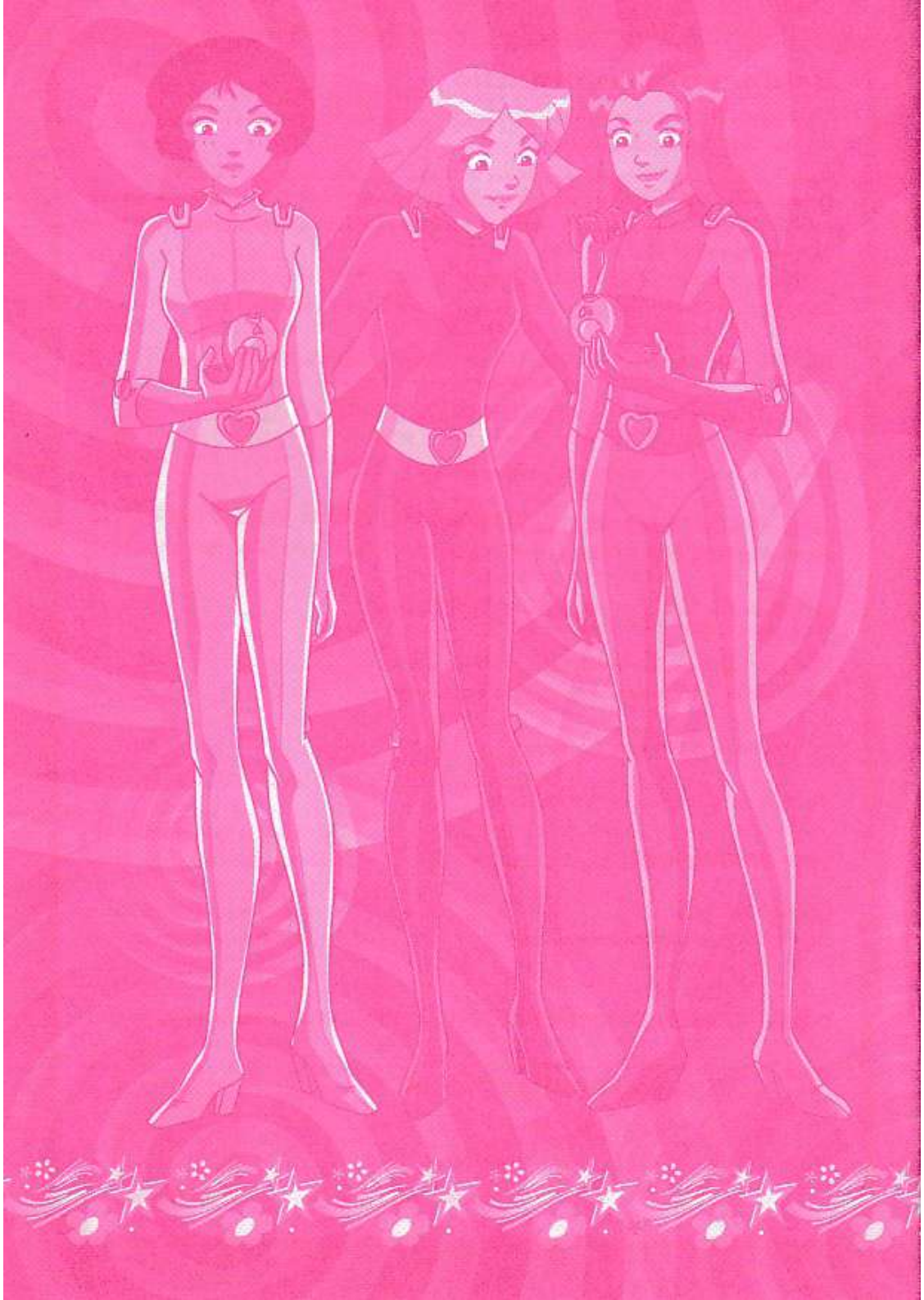
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